

Pruid 5
CLASS & LEVEL

Hermit BACKGROUNI

PLAYER NAME

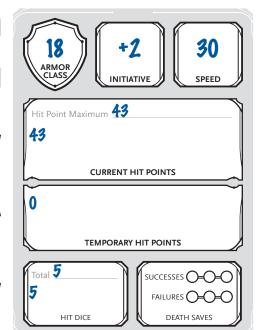
Forest Gnome

True Neutral ALIGNMENT

EXPERIENCE POINTS



CHARISMA





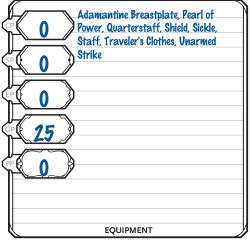


PASSIVE WISDOM (PERCEPTION)









JA-DED W			
Orros Enimorn	AGE	HEIGHT	WEIGHT
CHARACTER NAME	EYES	SKIN	HAIR
		NAME	SYMBOL
CHARACTER APPEARANCE		ALLIES & ORGANIZATIONS	
*BackstoryOrros was once an elder of the Verdant Spiral, a druidic tribe that thrived in the heart of the Evershade Forest. His role was one of guidance and protection, and he was respected for his wisdom and connection to nature. However, his wisdom failed him in the tribe's darkest hour. When rumors of the Dominion of Zur's aggression reached the forest, Orros dismissed the warnings as fearmongering, convinced that their sacred woods were protected by their druidic magic. When the Dominion attacked, they did so with brutal efficiency, burning the Evershade Forest to ash and slaughtering the tribe. Orros survived, but the weight of his failure as a leader crushed his spirit. Seeking redemption and driven by a fiery need for vengeance, he joined the Imperial Army in the fight agaist the Dominion. But after the armistice was signed, Orros found himself stationed in a distant garrison, far from the vengeance he craved. Known for: in a battle against a raiding party of Dominion forces, Orros transformed into a massive bear and held the line against overwhelming odds, giving his comrades the chance to regroup. His ferocity and tactical brilliance saved dozens		ADDITIONAL FEATURES & TRAI	
of lives, earning him a reputation as both a fearsome warrior and a stalwart protector among the soldiers.	Backpack, Bedroll, Book, Lamp, 3 Oi	l, 10 Rations, Rope, Tinderbox, 10 Torel	n, Waterskin
CHARACTER BACKSTORY		TREASURE	



O Find Traps (VS)
O Flame Blade (VSMC)

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